

Flutter

Flutter est un kit de développement logiciel (SDK) d'interface utilisateur open-source créé par Google en 2011. Il est utilisé pour développer des applications pour Android, iOS, Linux, Mac, Windows, Google Fuchsia et le web à partir d'une seule base de code (en Dart).

Architecture

- La langage Dart
- Le Moteur Flutter (écrit en C++), s'interface avec les SDK spécifiques aux plateformes
- La Bibliothèque Foundation (API pour communiquer avec le moteur)
- Les Widgets spécifiques à la conception (Material Design-Android | Cupertino-ios)

Hello World

```
// Copyright 2018 The Flutter team. All rights reserved.
// Use of this source code is governed by a BSD-style license that can be
// found in the LICENSE file.

import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Welcome to Flutter',
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Welcome to Flutter'),
        ),
        body: const Center(
          child: Text('Hello World!'),
        ),
      ),
    );
  }
}
```

Gestionnaire de dépendances

voir [Using packages](#)

Fichier **pubspec.yaml**

```
name: myapp
description: A new Flutter project.

# The following line prevents the package from being accidentally published to
# pub.dev using `flutter pub publish`. This is preferred for private packages.
publish_to: 'none' # Remove this line if you wish to publish to pub.dev

# The following defines the version and build number for your application.
# A version number is three numbers separated by dots, like 1.2.43
# followed by an optional build number separated by a +.
# Both the version and the builder number may be overridden in flutter
# build by specifying --build-name and --build-number, respectively.
# In Android, build-name is used as versionName while build-number used as
versionCode.
# Read more about Android versioning at
https://developer.android.com/studio/publish/versioning
# In iOS, build-name is used as CFBundleShortVersionString while build-number used
as CFBundleVersion.
# Read more about iOS versioning at
#
https://developer.apple.com/library/archive/documentation/General/Reference/InfoPli
stKeyReference/Articles/CoreFoundationKeys.html
version: 1.0.0+1

environment:
  sdk: ">=2.16.1 <3.0.0"

# Dependencies specify other packages that your package needs in order to work.
# To automatically upgrade your package dependencies to the latest versions
# consider running `flutter pub upgrade --major-versions`. Alternatively,
# dependencies can be manually updated by changing the version numbers below to
# the latest version available on pub.dev. To see which dependencies have newer
# versions available, run `flutter pub outdated`.
dependencies:
  flutter:
    sdk: flutter

# The following adds the Cupertino Icons font to your application.
# Use with the CupertinoIcons class for iOS style icons.
cupertino_icons: ^1.0.2
english_words: ^4.0.0

dev_dependencies:
  flutter_test:
    sdk: flutter
```

Ajout de package

flutter pub add english_words Mise à jour flutter pub get Liste des librairies <https://pub.dev/> Incorporation lib/main.dart import 'package:english_words/english_words.dart'; Compilation Ajout du support Desktop à un

projet existant :

flutter create --platforms=windows,macos,linux . Formattage du code

dart format bin lib Build pour le web :

flutter build web Thèmes spécifiques State management Navigation Solutions de persistance Firebase authentication Structure de projet Voir Flutter project structure

Liens Packages indispensables Génération des models GetWidget Flutter awesome Packages

https://pub.dev/packages/json_serializable https://pub.dev/packages/auto_route

<https://drift.simonbinder.eu/docs/getting-started/> <https://pub.dev/packages/provider>

<https://pub.dev/packages/getwidget> https://pub.dev/packages/circular_countdown_timer

https://pub.dev/packages/flutter_tts

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